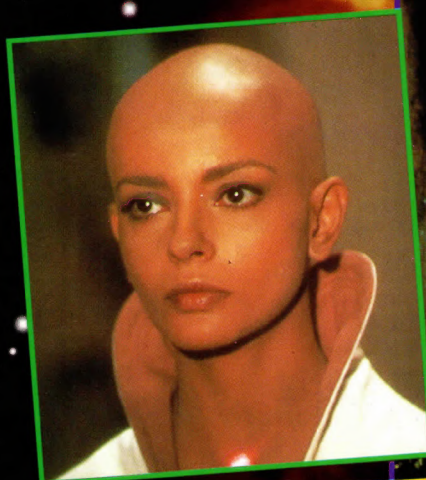




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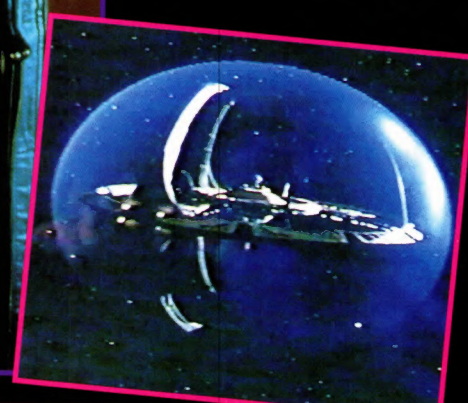


Klingon Women
As formidable as their men

Lieutenant Ilia
A Deltan in Starfleet

Picard Assimilated
Locutus of Borg is born

The Rules of Acquisition
Live like a true Ferengi



Maneuvering DEEP SPACE NINE
Taking a space station to the wormhole's edge



THE OUTRAGEOUS OKONA'S ABOARD
Lending a hand to a ship in trouble

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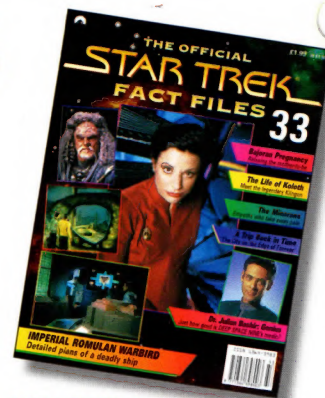
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THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 17



THE
KLINGON
EMPIRE

KLINGON WOMEN

The position of women within the Klingon Empire is a precarious one. Azetbur once held the post of Chancellor, but current rules prevent women from leading even a house without special dispensation.

To human eyes, Klingon women seem remarkably strong-willed and aggressive. They share the biological traits which make Klingon males violent, and their culture encourages them to aspire to fighting

pro prowess. They are renowned for their sexual appetites, and rarely give any ground in an argument. However, within the Empire, Klingon women tend to hold inferior positions to the men.

Klingons have a sexist society in which women

Klingon women are no less formidable than their male counterparts. Their clothes are often augmented with metallic armor, and they think nothing of displaying their often ample cleavage.

are banned from holding the highest political office, and are hardly ever given the leadership of a house. Yet there have been some notable exceptions: at the dawn of the Empire, the Lady Lukara fought alongside Kahless in one of his most famous battles, and for a time the council is ruled by Azetbur, the daughter of the previous chancellor, Gorkon.

The Klingon attitude



Women often serve on Klingon ships, but female captains are extremely unusual. When K'Ehleyr meets the crew of a sleeper ship launched in 2290, she poses as Worf's first officer.

toward women seems to spring at least in part from the race's disdain for any kind of physical weakness. It is not uncommon for a Klingon to insult a man by accusing him of acting like a weak woman or a child. Those women who can prove themselves equal to a man in a fight are accorded considerable respect. This can be seen in the way Koloth treats Curzon and Jadzia Dax.

As a young man, Koloth

entered into a blood oath with Curzon Dax, a male Trill. When he finally has the opportunity to fulfill the oath, he discovers that the Dax symbiont is now part of a female, Jadzia Dax. Koloth automatically assumes that Jadzia is a weak female who will be incapable of fighting alongside him. When Jadzia demonstrates that she is more than capable of handling a bat'leth, Koloth relents and welcomes her as a fellow warrior.

FAMOUS FAMILY



The Duras sisters' alliance with the El-Aurian Dr. Tolian Soran forms a devastating team. Between them, they kill Captain Kirk and destroy the U.S.S. ENTERPRISE NCC-1701-D.

The Duras Sisters

The Duras Sisters are among the most formidable Klingon women ever encountered by the Federation, although their political machinations prove as much a threat to the Klingons as they do to other races. Lursa and B'Etor's manipulations lead the Klingon Empire into civil war, but their

efforts to put their nephew in power are foiled. The sisters are eventually killed in a battle with the U.S.S. Enterprise NCC-1701-D above Veridian III.

B'Etor and Lursa are typical Klingons: determined, deadly, and conniving. Nothing stands in their way - not even the U.S.S. ENTERPRISE.



Different perception

Klingons tend to assume that women will hold inferior positions. When the Federation special emissary K'Ehleyr is sent to deal with the Klingon sleeper ship T'Pol, she poses as Worf's second-in-command, convinced that the crew of the T'Pol will not accept her as a starship captain.

While women rarely, if ever, rise to the command of a ship, they do serve alongside men in battle.

When Azetbur's father, Chancellor Gorkon, is assassinated, she takes over his position. She ensures that his dreams of a lasting peace with the United Federation of Planets come to fruition at Khitomer.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 17

KLINGON WOMEN



THE
KLINGON
EMPIRE

On the *PAGH*, the Klingon men and women taunt Starfleet exchange officer Commander Riker. The Klingons consider their women tougher than other races' men.



Although the vast majority of a *Bird-of-Prey*'s crew are male, it is quite common to find several women among a fighting crew. The few Klingon women encountered by the Federation in the 23rd century tend to be the wives, or *par'machi*, of other officers. Women such as Kang's wife Mara serve as science officers, and they are able warriors.

Serving on ships

By the 24th century, women are a common sight on Klingon vessels. They serve in all capacities,

and on board they are treated in exactly the same way as their male counterparts; they must fight for their place in the chain of command, and at the dinner table, like anyone else.

Many women who serve on Klingon ships are the wives of other high-ranking officers, such as Kang's wife, Mara.

The political position of Klingon women has changed over the years. In the 23rd century, it seems natural for Azetbur to succeed her father Gorkon as Chancellor of the Klingon Empire. However, by the late 24th century, women are forbidden from even holding a seat on the High Council. As a consequence, the ambitious Duras sisters, Lursa and B'Etor, set up their nephew Toral as a puppet in their attempt to seize power.

Gowron seems quite confident that, if he wished to, he would be able to change the rules. When he is petitioning to become Chancellor, he offers

K'Ehleyr a seat on the council. As she refuses to aid him, Gowron is never forced to put this offer into practice, but he seems willing to treat women equally. Perhaps, with his blessing, sexual equality will improve in the future, and the position of women will become stronger.

Mara is a Klingon science officer, a post which is often filled by a woman. The position of women in Klingon society fluctuates, and appears to be lower now than it was at times in the 23rd century.

The House of Grilka

Normally, Klingon women are not allowed to lead their houses. When Grilka's husband Kozak dies in Quark's bar and the Ferengi claims to have killed him, Klingon protocol allows Quark to claim Kozak's house ... and his wife. Grilka marries Quark to stop her brother-in-law from

getting his hands on her property, and Gowron later gives her special dispensation to head the house herself.

After their divorce, Quark woos Grilka with a holodeck re-enactment of the romance between Lukara and Kahless.



OUTSIDE THE EMPIRE

Mixed race

Some women of half-Klingon parentage choose to pursue their lives and careers outside the Empire, in organizations where the sexes are treated more equally. Even though B'Elanna Torres grew up on the Klingon homeworld after her mother separated from her human father, she eventually joins Starfleet - an organization from the human side of her heritage.



K'Ehleyr, the daughter of a human mother and a Klingon father, becomes a Federation special emissary and later mates with Starfleet's Lt. Worf.

B'Elanna Torres is the daughter of a Klingon mother and a human father. She is currently Chief Engineer aboard the U.S.S. VOYAGER.



GALAXY FACTS

Strong women are considered particularly attractive by Klingon men, and Worf especially regards Grilka as "magnificent".

Mating with a Klingon woman can often cause actual bodily harm to members of other races. After consummating his relationship with Grilka, Quark needs to visit sickbay.



The Guide to the STAR TREK Galaxy

FILE 14 CARD 3



THE RULES OF ACQUISITION

To the latinum-loving Ferengi, the acquisition of profit is a way of life, and governs every aspect of their culture. The codes by which they conduct their affairs are clearly set out in the Rules of Acquisition, which every good Ferengi knows by heart.

It can often seem that the **Ferengi** race care about nothing but making profit and acquiring wealth. Quite often, this is true. But while most races of the **United Federation of Planets** see this as greed, it is just a different way of life, and it is only our own perceptions of what is right and wrong which make us see Ferengi greed as an undesirable trait.

Making profit governs every aspect of Ferengi life and culture, and the rules and regulations which guide the businessman have gained a religious significance to the Ferengi, similar to the way in which followers of Earth's

Christian religion consider the Ten Commandments of the Bible to be the rules by which they should lead their lives.

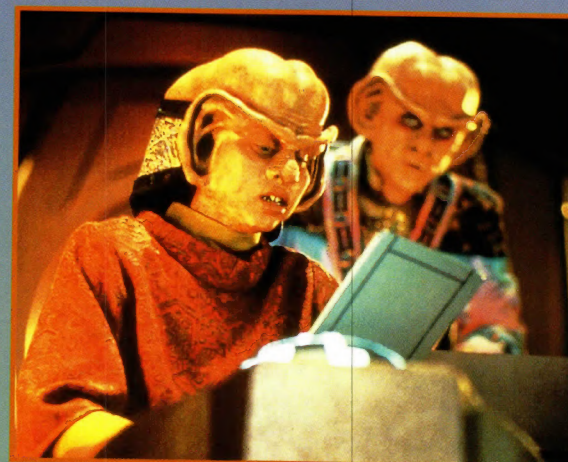
By the book

The **Ferengi Rules of Acquisition** are set out in a book of the same name; every good Ferengi owns a copy. The rules are read out to Ferengi children, and a father may never be more proud than on the day his son first recites all 285 rules by heart. Even children's books carry stories written around the rules, teaching them to appreciate profit from an early age.

The rules originated as loose pointers to Ferengi cultural values, but were codified by **Gint**, the first

Most Ferengi males consider the Rules of Acquisition to be the perfect model by which to live their lives. Nog, who intends to pursue a career in Starfleet, is one of the few exceptions.

Grand Nagus, thousands of years ago. Since then, they have become almost immutable and only the current Grand Nagus may change them. In practice, very few additions are ever made: the rules provide the perfect guidelines for the acquisition of profit, and if they continue to work, why change them?



All Ferengi hope that by following the Rules of Acquisition they will one day acquire great wealth in the form of latinum, credits and expensive objects. A good Ferengi is a rich Ferengi.



A MORE GENEROUS APPROACH

Changing the rules



Luckily for Ferengi everywhere, Zek's new personality is only temporary, and his changes are never implemented.

In 2371, Grand Nagus Zek obtains a Bajoran orb and, hoping to use it to learn more about future profits, travels with it through the Bajoran wormhole. The wormhole aliens find Zek's attitude offensive, and alter his personality to reflect a time when the Ferengi were not so greedy. With a more generous outlook on life, the Grand Nagus rewrites the Rules of Acquisition but, to Quark's relief, his personality returns to normal before any irreversible changes are made.



The Rules of Acquisition are the code by which every good Ferengi lives his life. Those who wish to succeed memorize the rules at a young age, and can recite them on demand. Ferengi follow the rules with a religious devotion.



To the Bajorans, the orbs are sacred objects given to them by their gods, the Prophets. But the Ferengi see them as just another way to make money.

Quark is horrified to learn that Grand Nagus Zek has rewritten the Rules of Acquisition to incorporate some major changes, including generosity.





The Guide to the STAR TREK Galaxy

FILE 14 CARD 3



THE RULES OF ACQUISITION

LIVING LIFE BY A STRICT CODE

The most quoted rules . . .

1 Once you have their money ... you never give it back.

3 Never pay more for an acquisition than you have to.

6 Never allow family to stand in the way of opportunity.

7 Keep your ears open.

8 Small print leads to large risk.

9 Opportunity plus instinct equals profit.

10 Greed is eternal.

13 Anything worth doing is worth doing for money.

16 A deal is a deal...until a better one comes along.

17 A contract is a contract ... but only between Ferengi.

18 A Ferengi without profit is no Ferengi at all.

19 Satisfaction is not guaranteed.

21 Never place friendship above profit.

22 A wise man can hear profit in the wind.

27 There's nothing more dangerous than an honest businessman.

31 Never make fun of a Ferengi's mother ... insult something he cares about instead.

33 It never hurts to suck up to the boss.

34 Peace is good for business.

35 War is good for business.

40 She can touch your lobes, but never your latinum.

41 Profit is its own reward.

44 Never confuse wisdom with luck.

47 Don't trust a man wearing a better suit than your own.

The Ferengi value profit above nature; they see little beauty in something which is free.

A Ferengi has his finger in many pies, as all information will prove valuable to someone. They often stay neutral in disputes.

48 The bigger the smile, the sharper the knife.

52 Never ask when you can take.

57 Good customers are as rare as latinum; treasure them.

79 Beware of the Vulcan greed for knowledge.

82 The flimsier the product, the higher the price.

85 Never let the competition know what you're thinking.



Some rules deal specifically with how to treat a Ferengi's mother: don't make fun of her.

58 There is no substitute for success.

59 Free advice is seldom cheap.

60 Keep your lies consistent.

62 The riskier the road, the greater the profit.

65 Win or lose, there's always Huyperian beetle snuff.

69 Ferengi are not responsible for the stupidity of other races.

75 Home is where the heart is ... but the stars are made of latinum.

76 Every once in a while, declare peace. It confuses the hell out of your enemies.

89 Ask not what your profits can do for you, but what you can do for your profits.

94 Females and finances don't mix.

97 Enough ... is never enough.

99 Trust is the biggest liability of all.

102 Nature decays, but latinum lasts forever.

104 Faith moves mountains ... of inventory.

106 There is no honor in poverty.

109 Dignity and an empty sack is worth the sack.

111 Treat people in your debt like family: exploit them.



The rules clearly state that women and money don't mix. But one Ferengi female, Pel, disguises herself as a man in order to acquire wealth.

112 Never have sex with the boss's sister.

113 Always have sex with the boss.

117 You can't free a fish from water.

121 Everything is for sale, even friendship.

123 Even a blind man can recognize the glow of latinum.

139 Wives serve, brothers inherit.

141 Only fools pay retail.

144 There's nothing wrong with charity ... as long as it winds up in your pocket.

162 Even in the worst of times, someone turns a profit.

177 Know your enemies ... but do business with them always.

181 Not even dishonesty can tarnish the shine of profit.

189 Let others keep their reputation. You keep their money.

192 Never cheat a Klingon ... unless you're sure you can get away with it.

194 It's always good business to know about new customers before they walk in your door.

202 The justification of profit is profit.

203 New customers are like razor-toothed gree worms; they can be succulent, but sometimes they bite back.

211 Employees are the rungs on the ladder to

success. Don't hesitate to step on them.

214 Never begin a negotiation on an empty stomach.

218 Always know what you're buying.

223 Beware the man who doesn't make time for oo-mox.

229 Latinum lasts longer than lust.

236 You can't buy fate.

239 Never be afraid to mislabel a product.

242 More is good ... all is better.

255 A wife is a luxury ... a smart accountant a necessity.

261 A wealthy man can afford anything except a conscience.

263 Never allow doubt to tarnish your lust for latinum.

266 When in doubt, lie.

284 Deep down, everyone's a Ferengi.

285 No good deed ever goes unpunished.



One rule warns about letting women move from touching your ears to touching your latinum.

Zek's revised Rules of Acquisition

1R If they want their money back, give it to them.

10R Greed is dead.

21R Never place profit before friendship.

22R Latinum tarnishes, but family is forever.

23R Money can never replace dignity.

285R A good deed is its own reward.



STARFLEET ACADEMY

PERSONNEL

STARFLEET ADMIRALS

ADMIRAL NAKAMURA



Admiral Nakamura is the **Starfleet** officer in charge of **Starbase 173**, located near the **Romulan Neutral Zone**.

In 2365, he supports **Commander Bruce Maddox's** efforts to have **Data**, the only android **Starfleet** officer, disassembled. He hopes that this will allow the technology to be duplicated.

Admiral Nakamura has not actually met **Data** at the time he supports **Commander Maddox's** efforts to have him disassembled. If he knew the android, he might feel differently.

STARSHIP LOG: 'The Measure of a Man' [TNG]

VICE-ADMIRAL NECHAYEV



Allyna Nechayev is an expert on many of the **Federation's** most dangerous enemies, including the **Borg** and the **Cardassians**. She strongly disagrees with **Captain Picard's** decision not to use a program which would destroy the entire **Borg** collective.

Nechayev must put the good of **Starfleet** before personal sensitivities. She believes the **Borg** should be destroyed.

STARSHIP LOG: 'Chain of Command', Parts I and II [TNG]; 'Descent', Part I [TNG]; 'The Search', Part II [DS9]

ADMIRAL PARIS

Admiral **Owen Paris** is a high-ranking **Starfleet** officer whose reputation for being tough, demanding, and unyielding is legendary. He was **Kathryn Janeway's** junior honors thesis supervisor during her time at **Starfleet Academy**, and is the father of her **U.S.S. Voyager** crewmate **Tom Paris**.

Admiral Paris showed no favoritism toward his son **Tom** at **Starfleet Academy**.

STARSHIP LOG: 'Persistence of Vision' [VOY]

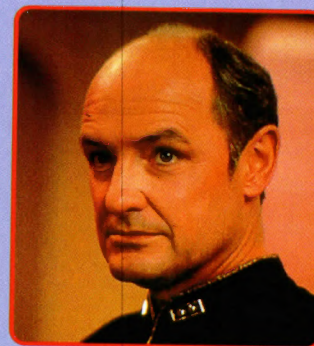


ADMIRAL PRESSMAN

In 2358, **Erik Pressman** is captain of the experimental ship the **U.S.S. Pegasus**, which is engaged in a top secret research mission in violation of the **Treaty of Algeron**. In 2370, as an admiral, he tries to retrieve the ship's illegal interphase cloaking device, but its existence is discovered and he is arrested.

At **STARBASE 247**, Admiral **Pressman** faces a court martial for his past activities aboard the **U.S.S. PEGASUS**.

STARSHIP LOG: 'The Pegasus' [TNG]



ADMIRAL QUINN



Admiral **Gregory Quinn** is one of many **Starfleet** officers who plays a crucial role in uncovering the attempted takeover of **Starfleet Command** by an alien conspiracy in 2364. He orders the **U.S.S. Enterprise NCC-1701-D** to be investigated.

The suspicious Admiral **Quinn** himself eventually becomes a victim of the alien intelligence.

STARSHIP LOG: 'Coming of Age' [TNG]; 'Conspiracy' [TNG]

ADMIRAL ROSSA

Admiral **Connaught Rossa** had two sons in **Starfleet**; both were killed in the line of duty. Her grandson **Jeremiah Rossa** was also thought to have been killed in 2356, but he is discovered alive aboard a disabled **Talarian Observation Craft** in 2367.

STARSHIP LOG: 'Suddenly Human' [TNG]

ADMIRAL ROLLMAN

This **Starfleet** admiral is often contacted by the crew of **Deep Space Nine** when they need advice from **Starfleet Command**. She is consulted by **Major Kira Nerys** over the matter of a **Bajoran** terrorist in 2369, and by a duplicate of **Chief Miles O'Brien** in 2370.

STARSHIP LOG: 'Past Prologue' [DS9]; 'Whispers' [DS9]

ADMIRAL SATIE



Admiral **Norah Satie** is a brilliant investigator, and it is largely thanks to her efforts that the alien conspiracy of 2364 is exposed. But, in 2367, she instigates a witchhunt aboard the **U.S.S. Enterprise NCC-1701-D**. The investigation is stopped by order of **Admiral Henry**.

Admiral **Satie** is determined to build a case against **Captain Picard**, even though there is scant evidence.

STARSHIP LOG: 'The Drumhead' [TNG]





STARFLEET ADMIRALS

ADMIRAL SAVAR



Admiral Savar, a high-ranking **Vulcan Starfleet** officer, is stationed at **Starfleet Headquarters** in San Francisco, Earth. In 2364, he is one of several admirals to be taken over by the alien intelligence that attempts to infiltrate **Starfleet Command**. Luckily, the attempt is foiled, and when the mysterious infiltrators are overcome, Savar and his colleagues are restored to normal with no lasting damage.

For many years, the Vulcans left Starfleet to the other races of the Federation, but since deciding to join in many Vulcans have risen to hold top positions.

STARSHIP LOG: 'Conspiracy' (TNG)

STARFLEET ACADEMY SUPERINTENDENT

As with all areas of the **United Federation of Planets**, **Starfleet** is a mix of many different races, all of whom have a equal chance of success. In 2372, during the period when it is feared that **Dominion** shapeshifters may have already infiltrated Earth, the superintendent of **Starfleet Academy** is a member of the blue-skinned **Bolian** race. The Bolians are a prominent race within the Federation, and many of their people have achieved high ranks in several branches, including starship commands as well as Academy work.

STARSHIP LOG: 'Home Front' (DS9)



The Superintendent of Starfleet Academy is one of a number of high-ranking Bolians within the Federation.

ADMIRAL TODDMAN

With the **Alpha Quadrant's** security at stake, Admiral Toddman briefs a meeting of senior officials on **Deep Space Nine** in 2371, after a dramatic message from the **Cardassian Enabran Tain** is intercepted by a **Federation** outpost. The message outlines Tain's plans for a rogue operation to destroy the **Dominion**. Toddman doesn't favor war, but admits that if it is inevitable he would rather see the **Dominion** on the losing side. He puts Sisko on alert with the

When Sisko disobeys orders, Toddman warns him that next time he will be promoted or court-martialed.

STARSHIP LOG: 'The Die is Cast' (DS9)

U.S.S. Defiant in case the **Jem'Hadar** come through the wormhole; **Bajor's** security is the admiral's top priority.



FLEET ADMIRAL SHANTHI

Fleet Admiral Shanthi is one of the highest-ranking **Starfleet** officials. In 2368, she meets with **Captain Jean-Luc Picard**



STARSHIP LOG: 'Redemption', Part II (TNG)

at **Starbase 324**, and authorizes him to form an armada to blockade **Romulan** ships covertly supplying the **Duras** family forces during the **Klingon Civil War**. Such **Romulan** interference is considered to be damaging to the stability of the **Gowron** regime, the **Klingon Empire's** legitimate ruler. As a result of Picard's actions, the **Duras** family's schemes, and the civil war, come to an end.

Fleet Admiral Shanthi must tread a fine line in dealing with the **Romulan** threat to the **Duras** regime. Starfleet does not sanction direct interference with other cultures.

ADMIRAL STRICKLER

Ensign **Harry Kim** encounters Admiral Strickler in an alternate reality. Strickler is curious as to why Kim has restricted access codes to the **U.S.S. Voyager** as, in this reality, he has never been a member of that ship's crew.

STARSHIP LOG: 'Non Sequitur' (VOY)

ADMIRAL T'LARA

T'Lara is a **Vulcan** admiral who presides over an extradition hearing involving **Worf** in 2372. The hearing is held aboard **Deep Space Nine** when charges are bought by the **Klingon** government who, with **Ch'Pok** as their advocate, claim **Worf**

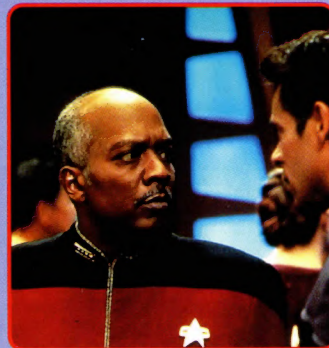
knowingly fired upon and destroyed a civilian **Klingon** transport ship. **Sisko** acts in **Worf's** defense during the hearing, and successfully argues in his favor. **Worf** is cleared of the charges and the extradition request is denied.

STARSHIP LOG: 'Rules of Engagement' (DS9)

ADMIRAL WHATLEY

Admiral Charles Whatley is in charge of overseeing **Bajor's** acceptance into the **Federation** in 2373. After **Bajor's** petition is accepted by the Federation, Whatley instructs **Captain Sisko** to "spruce up that floating bicycle wheel" so that the official ceremony can take place on the station. But **Sisko**, after discovering an ancient **Bajoran** obelisk, begins to have visions regarding the future of **Bajor**. At the official acceptance ceremony, presided over by Admiral Whatley, **Sisko** bursts in to announce that **Bajor** must not yet join the Federation or it will be destroyed.

STARSHIP LOG: 'Rapture' (DS9)



Admiral Whatley comes to **Bajor** to oversee the planet's acceptance into the Federation, but **Captain Sisko's** visions cause this highly spiritual people to rethink.



FILE 27 DEEP SPACE NINE

NAME:

DEEP SPACE NINE

CARDASSIAN NAME:

TEROK NOR

SYSTEMS:

MANEUVERING THE STATION

Deep Space Nine was haphazardly assembled by the Cardassians over a number of years, using Bajoran work teams. At no time has the low standard of Cardassian technology and workmanship been more apparent than when it becomes necessary to move the station from Bajor's orbit to its current location at the mouth of the Bajoran wormhole.

Following the unexpected discovery of the wormhole on Stardate 46388.2, Major Kira Nerys determines that it is necessary to move Deep Space Nine away from Bajor and closer to the wormhole entrance near the Denorios Belt. She assigns this daunting task to the Starfleet Chief of Operations, Miles O'Brien.

Immediate problems

The space station is maneuvered by the use of 12 low-powered thrusters located at intervals around the outer ring. Under normal operating conditions, these are used to control the attitude of the station, and to occasionally tweak its orbit. The thrusters are Cardassian-designed, and lack the efficient high-speed accelerators and space-time driver coils which would be found in similar Starfleet units although, to be fair, the station was never intended to undertake long journeys when it was built.

In addition to basic problems caused by the poor quality of the construction, at the time when the station needs to be moved only half of the thrusters are in good working order.

Chief O'Brien is able to boost power in the six working thrusters to provide the momentum needed to move the space station from its Bajoran orbit to the edge of the

wormhole, but the trip is 160 million kilometers long, and will take two months at the speeds the station is capable of reaching.

Major Kira insists that the station has to be in place at the wormhole the following day. The future of the entire Alpha Quadrant might be in jeopardy if the Cardassians stake a claim to the wormhole before the Bajorans.

The task seems impossible, even to an engineering expert like O'Brien, until Science Officer Jadzia Dax makes a suggestion: modify the subspace field output of the deflectors, just enough to create a low-level field around the station.

Moving quickly

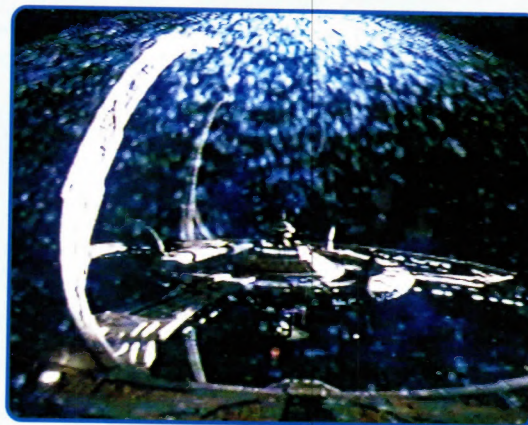
O'Brien likes the idea. Creating a deflector field around the station will lower the inertial mass. With less mass to push, the existing thrusters should then be able to accomplish the move in less than 24 hours.

The drawback is that the field has to be very carefully balanced. Otherwise, the whole station could break apart like an egg. It is dangerous, but a necessary gamble. O'Brien goes to work and creates the low-level field, and starts Deep Space Nine on its voyage to the wormhole.

But new problems arise almost immediately: the subspace field integrity cannot be maintained. The cause is a power frequency imbalance that prevents full field closure around the station. Unless the entire station is enveloped in the deflector field, they could be in deep trouble.

The computer is able to establish only partial field integrity; instability remains at 12 percent. This is not good, but O'Brien thinks that the station's inertial

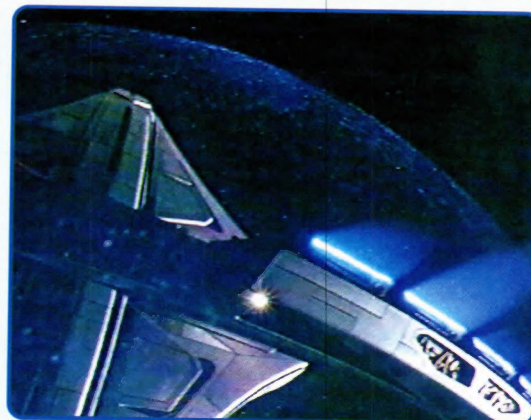
DEEP SPACE NINE is of poor-quality construction, and only half its thrusters are working. Before it can be moved, it must be protected. The first step is to create a subspace bubble around the station; this reduces its inertial mass and makes the thrusters much more effective.



Movement is initiated by the thrusters, located on the outer edge of the station's primary docking ring. There are thrusters all around the ring, and the direction in which the station moves depends on which ones are activated. They glow with a neon blue energy when in use.



The thrusters come on one at a time until the required number are activated. Having a series of fairly small thrusters, rather than a smaller number of larger, more powerful ones, ensures that the station can be maneuvered with precision. Each thruster can be seen here as a narrow strip.



Once the thrusters are activated and the subspace bubble is at full strength, DEEP SPACE NINE glides through space with as much grace as any starship. It does not spin, but moves forward steadily at a slow and gentle pace until it reaches its new destination in the Denorios Belt.



As Starfleet's Chief of Operation, Miles O'Brien supervises the station's relocation in conjunction with the Bajoran engineering staff. When he accepted the post, he had no idea that he would be required to undertake such a difficult task so soon.





FILE 27 DEEP SPACE NINE



◀ **All the controls required for maneuvering the station are located in the Operations Center. It is a delicate operation, especially as O'Brien is unfamiliar with the Cardassian technology.**

▶ **Consoles display schematics of the station on viewscreens. Controls are keyed in manually, and the computer gives regular audio updates of the tricky operation's progress.**



◀ **A computer display indicates the points at which the structural integrity of the station is under the greatest strain. This is a particular problem if the subspace bubble does not fully enclose the station.**

mass is low enough to break orbit. The computer disagrees, responding that the procedure is not recommended, but O'Brien overrides the computer's precautions and initiates transit mode, three-axis stabilization, and engages thrusters. At last, the station's journey is underway.

Manual control

Almost immediately, the computer sounds another warning: field integrity is declining, and instability is up to 21 percent. O'Brien knows that he has to close the gap in the field, or the station will tear itself apart. And time is running out: total subspace field collapse is predicted in 60 seconds. Something has to be done, fast.

There is one chance: O'Brien decides to use the inertial dampers to feed the defectors. When the computer recommends against the procedure, O'Brien orders it to transfer energy from the inertial dampers to reinforce the subspace field regardless. But

the computer is unable to comply, and level one safety protocols cancel O'Brien's request. There are only 30 seconds left before the subspace field collapses.

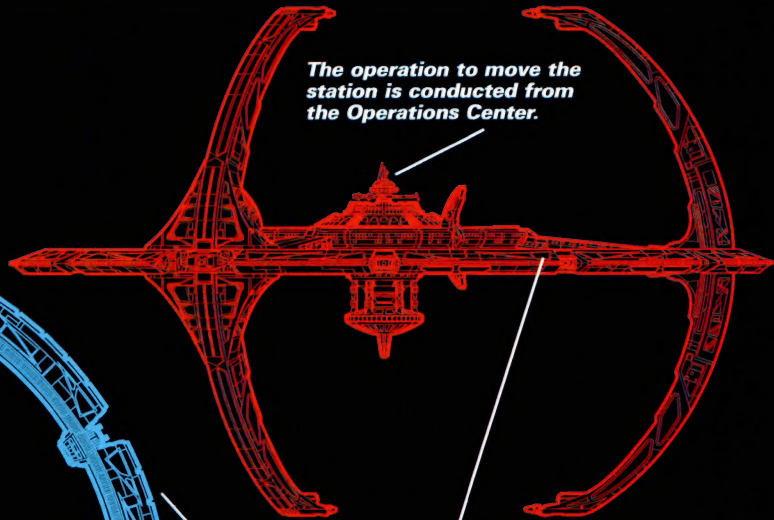
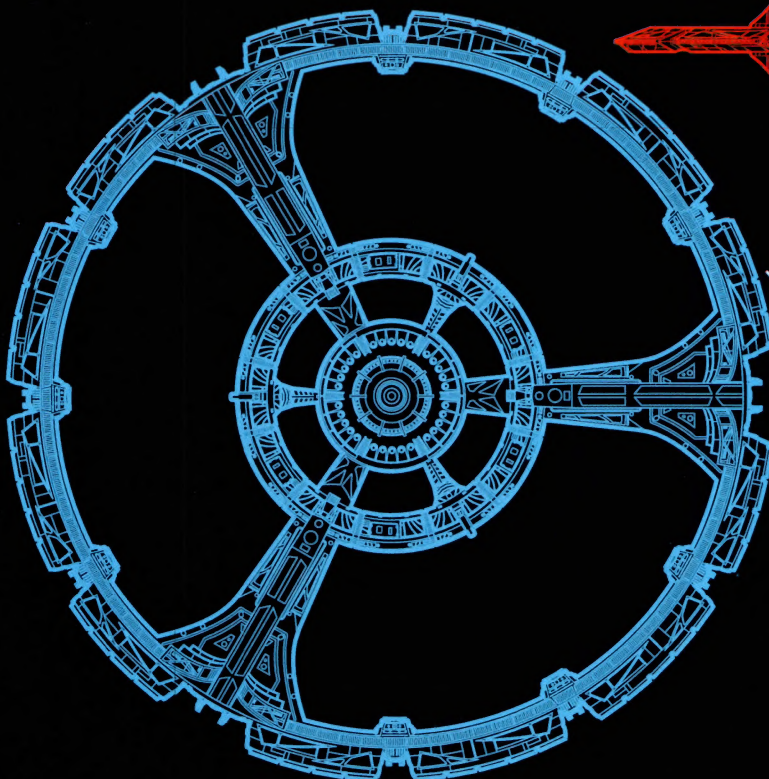
In a desperate move, O'Brien manually transfers the energy, and redirects the flow to the defectors without the assistance of the computer. It is a maneuver that requires O'Brien to orchestrate several Bajoran technicians in a precise series of operations.

Thanks to the skill and expertise of O'Brien and the Bajoran engineers, the plan works. The energy transfer is enough to bring the defectors up to full strength and to put the station within flight tolerances. The station is then moved into a new orbit which places it close to the entrance of the wormhole. Here, it can be guarded against undue exploitation or control by hostile species, including the Cardassians.

With any luck, it will be a long time before *Deep Space Nine* is required to undergo such a long and hazardous journey again.

FROM BAJOR TO THE WORMHOLE

Deep Space Nine was not built to be a mobile space station, and so the thrusters are used to travel notable distances only under exceptional circumstances. The station is not able to undertake the kind of journeys a starship could manage.



The operation to move the station is conducted from the Operations Center.

Twelve thrusters are located around the outer ring, allowing ease of movement in all directions.

Under normal operating conditions, when *Deep Space Nine* is in orbit, the thrusters are used to make minor adjustments to the station's attitude. Even under these conditions it is important that all thrusters are working adequately, but the Cardassians left the station in a badly damaged state.

FILE 40 OTHER STARSHIPS

The Erstwhile

The *Erstwhile* is a routine cargo ship which offers little excitement for its charming and caddish captain. But the limitations of the vessel matter little: Thadiun Okona is more than capable of spicing up his life through other means.

The *Erstwhile* is a small, **Class-9** interplanetary cargo ship, captained by a man who is much more remarkable than his functional, rather mundane transport would suggest. **Thadiun Okona** is a good-looking rogue who has gained a certain notoriety, especially among the planets which make up the **Coalition of Madena** in the **Omega Sagitta System**. At least a measure of this notoriety would seem to be exaggeration, although Okona is certainly a mischievous and irreverent individual. He spurns authority and prefers to work alone, although he is by no means selfish; he is not above putting the best interests of others before his own.

Long haul, little excitement

Okona is the only crew member aboard his cargo ship, and has claimed that his maverick lifestyle is a way to introduce some excitement to the otherwise dull business of hauling cargo. Often, he travels with his cargo bays empty.

The *Erstwhile* is armed only with lasers, which, although not capable of inflicting any damage on a **Federation** starship, appear to be standard armament in the **Omega Sagitta** system; **Class-6** ships from the planet **Altec**, and **Class-7** ships from **Straleb**, two major planets in the system, have only the same level of armaments. Such weapons could fire at a **Galaxy-class** starship until they run dry, without causing any damage.

Function before beauty

The exterior of the *Erstwhile* is a green-gray metal, a functional rather than aesthetic design, as might be expected of a cargo ship. Four engine exhausts at the rear of the vessel glow with a bright orange light, but it is unknown whether or not the *Erstwhile* is capable of warp speed. The overall length of the vessel is approximately that of a **Galaxy-class** ship's warp nacelle.

Inside the *Erstwhile*'s cabin, the design is again predominantly functional. The cabin is relatively spacious for a craft occupied by a single crew member. The captain sits in a large, high-backed, comfortable chair in front of the viewscreen. From here, he can easily reach most of the controls needed to operate the ship. The cabin has audio and visual communications available, and is decorated in dark, muted colors. Most of the equipment appears to be undecorated metal; there is little paint or upholstery.

The *Erstwhile* comes to the attention of the Federation on **Stardate 42402.7**, when **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** encounters the ship while it is experiencing difficulties. Sensor scans show that the guidance system is malfunctioning, and Picard offers Okona the help needed to repair it. A grateful Okona beams aboard the *Enterprise*, bringing his ship's guidance system with him. It is a small unit, easily detachable from his ship, and relatively light to carry; Okona slings it over one shoulder with no apparent effort.



▲ The **ENTERPRISE's** sensors can immediately locate the cause of the problems on the **ERSTWHILE** and provide other information about the ship.

▶ **Thadiun Okona** is a handsome rogue who lives by his own rules. He has little time for authority or protocol, he flirts with women with remarkable success, and makes friends easily with men. But he has his enemies as well.



▼ The crew of the **U.S.S. ENTERPRISE NCC-1701-D** offer Captain Okona help with repairing his damaged navigational deflector, little realizing that the condition of his ship is not his only problem.



RESCUE AND RECOVERY

Offering aid

Federation starships often come across vessels from other planets which are experiencing difficulties, and unless doing so violates the **Prime Directive**, they will generally offer aid unless there is a good reason not to. While many ships are not as advanced as **Starfleet**, it is usually easy for

▼ The **ENTERPRISE** locks a tractor beam onto the **ERSTWHILE**, and prepares to pull the ship into the docking bays, where the repairs can be carried out with ease.



▲ The **U.S.S. ENTERPRISE** pulls up alongside the much smaller **ERSTWHILE**, and maneuvers into a suitable position.

starship engineers to perform compatible repairs and upgrades which will last for the entire life of the ship. To the surprise of members of an organization as structured as **Starfleet**, many travelers appear to have little or no idea how to carry out their own repairs, and sometimes have very little knowledge even of how their vessel works.

OTHER CARDS IN THIS FILE...

17A STRALEB SECURITY VESSEL

SEE OTHER FILES...

U.S.S. ENTERPRISE
NCC-1701-D.....File 25

STAR TREK:
THE NEXT GENERATION.....File 69

The Erstwhile

The guidance system is a triangular device, approximately half a meter wide, with a clear sphere at its center. **Chief Engineer Geordi La Forge** determines that the problem has been caused by the medium contacts, which have fused. He suspects that this is because Captain Okona has a tendency to push his ship beyond its design capabilities, which Okona readily admits, again claiming that this is to add a little excitement to his life.

La Forge repairs the ship with modifications that will improve its performance. He replaces the contacts with **tricalite**, a substance which is not readily available in Okona's region of space. When Okona expresses concern over this, La Forge assures him that the tricalite will last longer than the ship, and thus will never need to be replaced.

New problems

Okona is ready to leave the *Enterprise* in his repaired craft when two more ships contact the Starfleet vessel: a *Class-6* interplanetary ship from the planet Altec, carrying a crew of 26, and a *Class-7* security ship from Staleb. The

captains of both ships demand that Okona be turned over to them for criminal activities; the Altec captain accuses him of fathering his pregnant daughter's child, while the captain of the Staleb ship accuses him of stealing a valuable gem. But it soon emerges that Okona is responsible for neither crime; he has been using his ship to act as an intermediary between the two captains' children.

Benzan, a Staleb youth and the son of one of the captains, is the father of **Yanar** of Altec's baby, and he has hidden his father's gem away so that he may later give it to his child as an heirloom. Knowing that their parents have been enemies for years, and would never agree to their union, the young lovers have blamed both 'crimes' on Okona, while he has been passing messages between them. But now he is tired of the game and is happy to get everything out in the open and let them sort it out among themselves, while he leaves in his newly upgraded ship. His only regret is that he has unintentionally caused a good deal of trouble for Captain Picard and the crew of the *U.S.S. Enterprise*.



▲ The malfunctioning navigation unit is small, light and easily detachable; Captain Okona is able to deliver it to La Forge by hand. The talented Starfleet engineers will have no problems fixing the ERSTWHILE's components.

THE ERSTWHILE

Captain: Thadiun Okona
First recorded: 2365
Type: Class-9 cargo vessel
Crew: One
Shields: Unknown
Firepower: Lasers only

The overall structure is triangular in shape, with a clear dome on the top and underside.

The dome contains a structure similar to a compass needle.

The guidance system is easily detachable if it needs to be removed for repair.

SIDE VIEW

There are a number of controls and other devices on the outside of the system's casing. Geordi has no trouble determining their function.

The materials used to build the guidance system are not as durable as those available to Starfleet. Geordi's upgrades will outlast the rest of the ship.

TOP VIEW

The sphere protects the interior components from damage while allowing an all-round view.

The structure is not as complicated as its array of controls suggests, and the fault is easily repaired.

The lower half of the sphere can be removed to enable the system to be placed on a flat surface for repairs.

Couplings allow the guidance system to be connected to the rest of the ERSTWHILE's navigational equipment.

FILE 52 BORG PERSONNEL

Locutus of Borg

When the Borg assimilate Captain Jean-Luc Picard, they get more than they bargained for. The legacy of Locutus will come back to haunt them long after Picard's initial escape.

The being known as **Locutus** is the Borg 'spokesperson' created when **Captain Jean-Luc Picard** is forcibly assimilated by the **Borg collective**.

Picard is kidnapped from the bridge of the **U.S.S. Enterprise NCC-1701-D** in 2366, by a raiding party of three Borg. Two of the Borg successfully distract the rest of the bridge crew while a third materializes to grab Picard and transport him back to their **Borg cube**.

Once aboard the Borg ship, Picard is told that to facilitate the Borg's introduction into **Federation** societies, a human voice – his voice – will speak for them in all communications as they continue their planned assimilation of the Federation. When Picard

refuses to help, they assimilate him, transforming him into one of them.

Picard is taken to a Borg operating room. As he lies, conscious but helpless, on an operating table, a variety of long, probing implant devices are used to add biochip technology to his human form.

Mechanical additions

Mechanical prosthetics are welded to the side of Picard's head and face, and a red beam emanates from a socket near his temple. A large mechanical extension is placed on his right arm. As the procedure continues, the color slowly drains from Picard's face until he assumes the ashen white

Two Borg create a diversion on the bridge of the **U.S.S. ENTERPRISE**, allowing a drone to grab Picard and disable him.

ASSIMILATED

On the **BORG CUBE**, the cybernetic aliens start to turn Picard into one of them, adding mechanical components to his organic form. Soon, his skin will start to take on the pale color of Borg flesh.



PROFILE ON LOCUTUS

NAME: Locutus of Borg

FORMERLY: Captain Jean-Luc Picard of the **U.S.S. Enterprise NCC-1701-D**, a human male.

ASSIMILATED: Stardate 43997

LIFE FORM: Male Borg; carbon-based human with cybernetic implants and prosthetics which provide enhanced sensory information and other superhuman abilities. Locutus retains more individuality than is usual in the Borg.

FIRST SEEN: 'The Best of Both Worlds' Parts I and II [TNG]



Once Jean-Luc Picard is assimilated, he becomes part of the Borg collective consciousness. Only Locutus of Borg should exist, but Picard is not so easily defeated.

pallor of the Borg.

With Picard's mind as part of the Borg collective, they are able to destroy almost the entire **Federation** fleet at the battle of **Wolf 359**. Desperate to stop the Borg from reaching Earth,

Commander Will Riker

formulates a plan to return the being that was once Captain Picard to the **Enterprise**. He detaches the **Enterprise's** saucer section to distract the Borg, so that **Worf** and **Data** can use a

shuttlecraft to penetrate the Borg's shields and rescue Locutus from the Borg ship.

Locutus is taken to sickbay, where **Dr. Beverly Crusher** reports that there is extensive infiltration of the Borg's microcircuit fibers

Picard's friends are not ready to give up on their captain, and undertake a daring rescue mission. In 2373, Picard will repay Data's loyalty.



Now fully assimilated, Locutus of Borg is ready to attack Picard's colleagues. This new being is an enemy who will show no compassion to the crew of the **U.S.S. ENTERPRISE**.



OTHER CARDS IN THIS FILE...

3 THE BORG QUEEN

SEE OTHER FILES...

STARFLEET PERSONNEL.....File 43

STAR TREK: THE NEXT GENERATION...File 69

STAR TREK: FIRST CONTACT.....File 79

Locutus of Borg

▶ **Surrounded by Borg drones, Locutus retains more individuality than most. There are two reasons for this: to enable communication with the Federation, and to create an equal for the Borg Queen. The latter is not discovered for several years.**



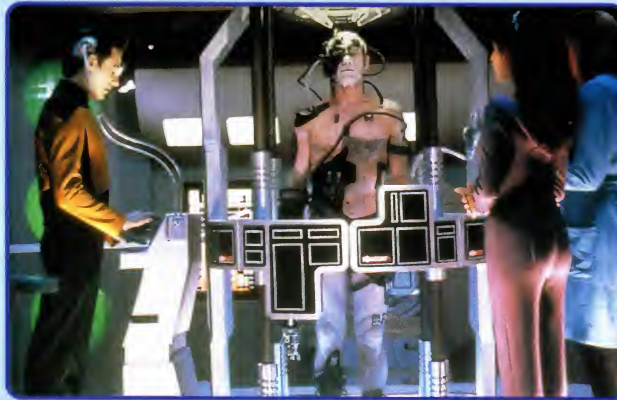
▶ **In Data's cybernetics lab, Picard's friends begin the difficult job of restoring their captain to normal.**

into the surrounding tissues of Picard's body. His DNA is being rewritten by the bioimplants.

Once revived, Locutus shows no signs that Picard's personality still exists within him. He informs Riker that to risk his ship and crew to retrieve one man was an incorrect strategy, and that his abduction will do nothing to deter or change the Borg's plan of attack.

Picard recovered

Data uncovers a complex series of subspace signals traveling between Locutus and the Borg ship, and hypothesizes that it is through this interactive signal that the Borg have established their collective consciousness. However,



cutting Locutus off from this group consciousness might cause the immediate self-destruct they have seen in other injured Borg.

Locutus is taken to a biochamber in Data's cybernetics laboratory. Here, Data makes a cybernetic connection into Locutus' neural net, while **Chief**

"I am Locutus of Borg. Resistance is futile. Your life, as it has been, is over. From this time forward you will service us."

— Locutus of Borg

▶ **At first, Locutus seems unfamiliar with his surroundings and the people who are his former colleagues. But as time passes, Picard's personality starts to break through the Borg implants.**



Miles O'Brien processes the Borg's signals to Locutus through the transporter pattern buffers. Data moves through this neural link in three stages. The first two do not allow him any significant access to the Borg consciousness, but the third stage finally lets him through and he discovers the

Borg's Achilles heel: they are unable to cut off contact with Locutus because of their interdependence within the collective. Dr. Crusher detects increased neural activity in Locutus' prefrontal and parietal lobes. **Counselor Deanna Troi** reports this is not coming from the Borg, but that it is Picard attempting contact with them.

LOCUTUS'S LEGACY

Recognition continues

Captain Picard would rather forget his time as Locutus of Borg, but on occasions he has been able to use the identity to his advantage: to give orders to the Borg renamed Hugh by the U.S.S. Enterprise crew, and when dealing with the Borg Queen.



▶ **When Hugh first comes aboard the U.S.S. ENTERPRISE, Picard refuses to see him, and will not even face him while plotting the destruction of the collective. When they do come face to face, Hugh recognizes Picard as Locutus.**

▶ **The Borg Queen wanted Locutus to be her mate. Evidently, ruling over the mindless drones was not enough for her, and she wanted an equal. But Picard rejected her, and she is not prepared to take him back.**



▶ **Data risked everything to save Picard from the Borg, and when their positions are reversed Picard is determined to do the same for his friend. He gives himself up to the Borg Queen in the hope that she will let Data go free.**



Borg defeated

Picard fights his way through the Borg consciousness that is controlling him and utters the word "sleep". Data is able to act on Picard's hint, and penetrates the Borg's low-priority regenerative subcommand path. He successfully plants a command in the collective, misdirecting them to believe that it is time to regenerate – to go to sleep. This causes the entire power net to feed back on itself, and destroys the Borg ship.

Back in the lab, Picard shudders at the explosion. But his life signs quickly stabilize and the DNA around the microcircuit fiber implants begins to return to normal. Dr. Crusher reports that there will be no problem removing the implants. Picard is freed from the influence of the Borg, and is returned to his normal appearance through a series of operations and medical treatments. But the pain and trauma of his time as Locutus of Borg are not as quickly healed.

FILE 43 STARFLEET PERSONNEL

Lieutenant Ilia

When the mysterious *V'ger* destroys Lt. Ilia and recreates her as a probe to enable it to learn more about her crewmates, the *U.S.S. Enterprise NCC-1701* loses an expert navigator. But the Galaxy gains a new form of life.

Ilia, a young Starfleet lieutenant from the planet Delta IV, is a skilled navigator who is renowned on many worlds. She is profoundly beautiful, and, like all Deltans, is extremely emotionally and sexually mature. Unlike her human peers, her desires never interfere with her course of duty. Before she joins the *U.S.S. Enterprise NCC-1701* she has sworn an oath of celibacy.

Though frequently pursued by suitors, Ilia never succumbs; Deltans consider it immoral to "take advantage" of sexually immature species. However, this does not mean they never enter into relationships with humans: when Commander Will Decker was stationed on Delta IV he and Ilia became romantically entangled. But Decker eventually left Ilia's planet, and could not bring himself to say goodbye. Despite her emotional maturity, neither could Ilia.

Reunited for danger

Years after their initial encounter, Ilia and Decker find themselves working together once again on a Federation starship, the *U.S.S. Enterprise*. Sadly, this proves to be the Deltan's last posting.

On Stardate 7412.6 the recently upgraded and refit

▶ The probe looks like the real Ilia, but its consciousness is joined with V'GER's, although traces of the Deltan woman still remain. V'GER seeks answers about its creator, and hopes that through Ilia it will find the answers.

Enterprise is prematurely summoned back to space to intercept an unknown, enormous, alien cloud that contains a large vessel.

Admiral James T. Kirk vacates his post as Chief of Starfleet to take over command of his old ship from Will Decker. Kirk then summons other expert crew, including the renowned Lt. Ilia, who is assigned as ship's navigator.

Although their previous encounter ended sadly, Decker is obviously pleased to see Ilia again. Kirk is wary of their attachment, but Ilia reassures him. In a private confrontation with Decker she is less resolute, alluding to residual feelings she still has for him. He feels the same.

However, they return

PROFILE ON ILIA

NAME: Ilia

LIFE FORM: Deltan female

HOMeworld: Delta IV

STARFLEET RANK: Lieutenant

POSTING: Assigned to the *U.S.S. Enterprise NCC-1701* as navigator.

SERVICE RECORD: Lost in the line of duty, 2271.

ACTUAL EVENT: Fused with the machine consciousness, *V'ger*, which hoped to use her to learn more about the 'carbon-based units' aboard the *Enterprise*. Ilia is recreated as a probe.

FIRST SEEN: STAR TREK: THE MOTION PICTURE



▶ The only visual clue that Ilia has been changed by her contact with V'GER is a small, glowing light at the base of her neck. The machine intelligence also replaces her Starfleet uniform with a short white dress.

STARFLEET OFFICER



▶ Ilia is an expert navigator. She forms an important part of the bridge crew, along with Sulu at the helm, under the command of Admiral Kirk, who returns to his old ship for this dangerous mission.

▶ Although Deltans are more emotionally evolved than most species – whom they consider to be emotionally disadvantaged – Deltans such as Ilia openly display emotions such as apprehension and fear. Even knowing that she is a skilled officer does not blind Ilia to the dangers inherent to any Starfleet post.



OTHER CARDS IN THIS FILE...

21 WILL DECKER

SEE OTHER FILES...

UNITED FEDERATION

OF PLANETS.....File 7

SPACE MACHINES, ARRAYS AND PROBES...File 42

STAR TREK: THE MOTION PICTURE...File 72

Lieutenant Ilia

As the probe sweeps through the ship, it makes its choice: on the bridge, Lt. Ilia, tricorder in hand, appears to be vaporized by its strange energies. She begins to disappear.



Lt. Ilia uses her Deltan empathic powers to ease Chekov's pain when he is burned during the probe's initial attack. The Deltan race's emotional maturity does not preclude them from understanding and dealing with the more 'primitive' feelings experienced by others.

faithfully to their posts as the alien cloud closes in. Its forceful scans send the *Enterprise* into systems overload, damaging instruments and injuring crew members. Ilia summons her extraordinary mental powers to soothe the pain experienced by Chekov, who has suffered burns in the attack.

Despite the efforts of the crew, the *Enterprise* is taken over in a surge of energy that appears to vaporize Ilia.

Amid intruder alarms, she later returns, but this is not the woman who left the ship. The Deltan has been absorbed by the alien probe, and this is a being created in her image in order to allow the probe to communicate with the 'carbon-based units' on board. The mysterious alien probe, *V'ger*, intends to gather information to help it join with its creator, which it believes is on Earth.

The suspicious crew trick 'Ilia' into undergoing an examination. Dr. McCoy discovers his former crewmate has been replicated down to the smallest cellular functions, which may include her feelings and memories and her attachment to Will Decker.

Creating a new life

The Ilia probe demands prompt answers to *V'ger's* questions about its creator. Kirk agrees, on the condition that he is allowed to speak to *V'ger* directly rather than through 'Ilia'.

'Ilia' gives in, delivering Kirk, Spock and McCoy to *V'ger*, deep within the alien cloud. There they discover a machine-based world and learn that *V'ger* is actually the missing *Voyager VI* satellite, launched from Earth 300 years

earlier. *V'ger* is capable of gathering information exponentially, to the point of developing a consciousness. But now the living *V'ger* has hit a wall, and cannot make the leap it needs to embrace the higher existence it craves. Faith goes beyond logic, and logic is all *V'ger* possesses. There is only one way *V'ger* can evolve further: by joining with a human.

Reunited for ever

Decker readily offers himself up, and the Ilia probe eagerly acquiesces. Decker craves this union and quickly reproduces the code that would link *V'ger* to its machine creator on Earth. The Ilia probe, acting as *V'ger's* conductor, attaches to him. Before Kirk, McCoy, and Spock's eyes, evolution begins. Decker and the Ilia probe explode as individuals, fuse as one and create a new life form. In this new form, Ilia breaks her oath of celibacy, but saves the Earth's population. Ilia has crossed over into a new world, where she can at last perform her duty without missing out on desire.



"I am programmed to observe and record only the normal functions of the carbon-based life forms."

— The probe 'Ilia' to Captain Kirk



TRANSFORMED

A new woman, a new form of life

V'ger is not really a hostile being; it just wants to communicate and to have its questions answered. It does not realize that by joining with Ilia it is effectively killing the Starfleet officer. And yet, even amid the reconstruction, the real Ilia's consciousness

remains: Will Decker is able to appeal to the feelings they shared, and to reach her through familiar objects such as a game she enjoyed and a headband she once wore on her homeworld. Ilia may be gone, but her essence lives on in the entity known as *V'ger*.



The crew of the U.S.S. *ENTERPRISE* carry out tests on the Ilia probe which confirm that she has been fundamentally changed.

Will Decker readily accepts the chance to bond with *V'GER* to allow it to learn more about humans. He will enjoy a kind of intimacy with his beloved Ilia.

The Ilia probe looks up at Decker from the sickbay bed. The real Ilia's connection with him has survived her transformation.



The Exocomp

The **exocomp** is a small 'toolbot', designed to carry out work in confined spaces which might prove difficult or dangerous for living beings. But when it starts to exhibit intelligence, new moral questions arise.

An **exocomp** is a small robot, developed by **Dr. Farallon of Tyrus VIIA**, as an engineering problem-solving tool. Because of its diminutive size, the exocomp can easily and quickly navigate through access tunnels, **Jefferies tubes**, shafts, and other areas where it is difficult or dangerous for humanoids to work. The benefits of the exocomp are demonstrated by its ability to negotiate a narrow access corridor

and repair a faulty power grid on one of Farallon's other inventions, the **particle fountain** used for mining on Tyrus VIIA. This device is set to revolutionize mining operations, but it has its problems in generating the stream.

Problem quickly solved

Even before an exocomp arrives at the repair site, it can sense, evaluate, and correct the problem by creating and replicating the exact tool to do the job. As an

exocomp completes a new task, it returns to the point of entry, dematerializes the tool, and then records the problem and solution for later reference. With their intimate knowledge of ship systems, exocomps are capable of coming up with new answers to previously insoluble problems. In effect, the exocomps can learn from their experiences in the same way as a human



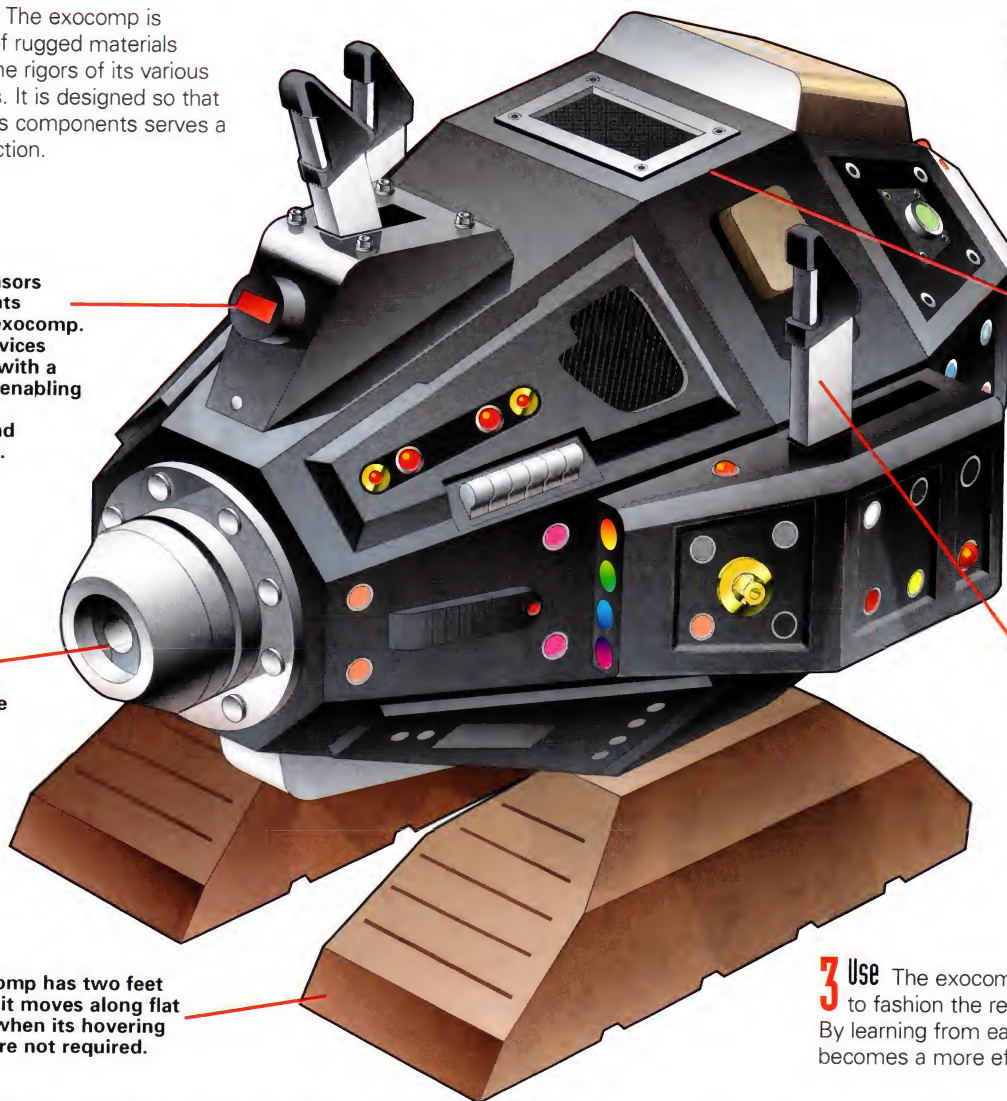
The exocomp's surface is covered with useful equipment to help it carry out its work. Every time the machine carries out a task, it can record details of the event and use these for future reference, allowing it to 'learn'.

1 Construction The exocomp is composed of rugged materials to withstand the rigors of its various hazardous jobs. It is designed so that every one of its components serves a necessary function.

A series of sensors and status lights surround the exocomp. Transceiver devices communicate with a control PADD, enabling it to receive instructions and feed back data.

The microreplicator is located at the front of the exocomp. The specific tools required for each job materialize here.

The exocomp has two feet by which it moves along flat surfaces when its hovering abilities are not required.



2 Function The exocomp is a totally functional device that incorporates many different devices into one, creating a tool that can carry out a variety of tasks.

The top panel is easily removed, giving the operator access to the inner components.

Three vertical arms protrude from the exocomp. These perform a variety of functions.

3 Use The exocomp uses a microreplicator to fashion the required tools for the job. By learning from each task, the exocomp becomes a more efficient machine.

The Exocomp



▶ Its ability to hover allows an exocomp to work at even the most awkward access panel. At the front of the machine, the required tools are produced by the microreplicator.

◀ The exocomp has large feet which enable it to walk while on the floor, and a spherical main body. It is small and has a rather comical appearance, but is a very useful tool.



and even maintain a stable position in mid-air while accessing control panels several meters from the ground. The exocomps receive orders via a special exocomp control PADD using **isolinear interface circuitry**.

The machine itself is based on a common industrial servomechanism used on Dr. Farallon's home planet, but with

many modifications and improvements. Farallon's additions to the device include a **boridium power converter**, an **axionic chip network**, and a **microreplicator**. The exocomp uses the microreplicator to create tools as needed, to add new neural circuit pathways within its own memory as it learns, and to interact with real objects. The internal mechanisms of the robot are accessed from its removable top panel.

Exocomps have proved themselves very capable of handling tasks such as fixing power grids and sealing plasma conduits. In one test undertaken by **Lieutenant Commander Data**, a single exocomp completes 14 tasks in one hour; two people would require nine hours to complete the equivalent amount of work. Data describes the exocomps' performance rating as "excellent".

Unexpected specifications

The three experimental exocomps created by Dr. Farallon prove even more successful than she intended. Their success can perhaps be attributed to Farallon's extensive studies of Data's **positronic** network and the way in which she incorporates some of the rudimentary theories behind his brain into the exocomps. Dr. Farallon does admit, though, that the exocomps don't come close to Data's level of sophistication.

The handy 'toolbots' begin increasing their own neural pathways to such an extent that they become unresponsive to control PADD input. Dr. Farallon assumes this additional growth is random and routinely erases the affected exocomp before putting it back to work. Eventually, however, the additional pathways are recognized as evidence of possible sentience when the exocomps begin exhibiting a self-preservation instinct.

Self-survival acts include refusing to enter an area when it means certain destruction, burning out their own interface circuitry and overloading the controlling PADD, and reprogramming certain death orders even as they are received. When one exocomp willingly sacrifices itself to save the other two, the devices are taken out of service by Dr. Farallon, who concedes they have, possibly, become sentient and should be considered to be alive.

engineer. Once they have encountered a problem and found a solution, the same type of repair will be carried out more quickly on a second encounter. In a sense, they become 'better tools'.

Physically, exocomps are approximately half a meter tall and half a meter wide. They are light enough to be carried. Although equipped with two feet, they can also fly horizontally and vertically,

THE CREATOR

New life

Dr. Farallon sees herself as a scientist, and plans only to develop a tool which will make certain work easier and less hazardous for engineers and other workers; she never intended to create life.

When it becomes obvious that the exocomps can be considered a new form of life, they gain the same rights as any other sentient being, and new moral questions arise.



▶ Geordi La Forge is impressed by the demonstrations of the exocomps' ability. Such sophisticated tools as these will make life much easier for Starfleet engineers.

▼ Exocomps are not the only machines that demonstrate sentience: the android Data is also considered to be as much a life form as he is a machine, although he is far more sophisticated than these simple little tools.



▶ Dr. Farallon is a dedicated scientist who is perhaps too good at what she does. Her inventions are groundbreaking, but they also have inbuilt problems; the particle fountain and the exocomps are prime examples of this.





'Gambit' Part I

For the last six months, a gang of vicious mercenaries have been plundering Romulan artifacts from Federation worlds. Now it appears that these criminals have also murdered Jean-Luc Picard, captain of the *U.S.S. Enterprise NCC-1701-D*.

ACTING CAPTAIN'S LOG STARDATE: 47135.2

"Dr. Crusher has positively identified Captain Picard's DNA. There is no doubt now ... he is dead."

In a bar on the planet **Dessica II**, an away team from the *U.S.S. Enterprise NCC-1701-D* ask questions about the whereabouts of the missing **Captain Jean-Luc Picard**. **Counselor Troi** is informed by a local barfly that a man matching Picard's description was approached by a group of mercenaries, who then vaporized him. After further questioning, **Acting Captain Riker** learns that the alleged murderers have now moved on to the **Baradas** system.

The *Enterprise* heads towards **Baradas III**, the only **Class-M** planet in the system, which the **Debrune**, a race who are distantly related to the Romulans, used as an outpost 2,000 years ago. Soon after landing on the planet's surface, the away team are attacked by the mercenaries, and Riker is taken captive.

Reunited with Picard

On board the mercenary spacecraft, the new prisoner is greeted by the group's leader, **Arctus Baran**, who implants Riker with a neural transmitter capable of inflicting great pain. On a happier note, Riker is astounded to discover that Picard is aboard and is alive and well, posing as a smuggler called **Galen**.

Engineering a chance to be alone together, Picard explains to Riker that while on a mineral-hunting holiday on Dessica II he was confronted by the mercenaries and beamed aboard their ship; they had their phasers set on transportation mode, hence the confusion over his 'death'. Picard is posing as '**Galen** the smuggler' in order to learn why Baran, who is unaware that he has captured a **Starfleet** officer, is stealing Romulan artifacts from archeological sites within the sector.

Back on the *Enterprise*, new **Acting Captain Data** plots a course for the planet **Calder II**, a small **Federation** outpost with limited defenses, which he correctly surmises will be the next target for a mercenary raid. Arriving at Calder II, 'Galen' attempts to convince Baran that violence can be avoided if they use Riker to help them to get through **Federation** controls. But before a decision can be taken, the *Enterprise* also appears on the scene, and Baran prepares to engage in combat with the **Starfleet** craft.

ON SCREEN...



1 The away team's questions eventually yield results: a man matching Captain Picard's description has been vaporized by a group of mercenaries.



2 The senior staff must decide what to do next without their captain's guidance. They decide to follow the mercenaries' trail to the Baradas system.



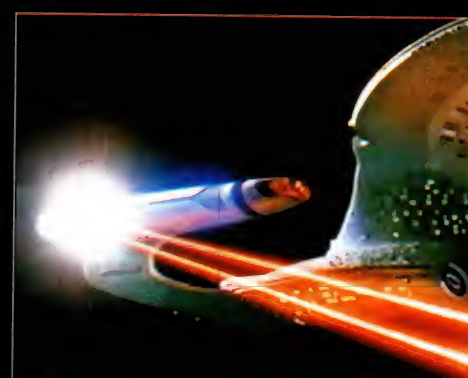
3 On the surface of Baradas III, the *U.S.S. ENTERPRISE* away team come under attack shortly after they have beamed down. Acting Captain Riker is captured.



4 Arctus Baran, the leader of the mercenary group, fits Riker with a device that is capable of causing him great pain if he steps out of line.



5 Picard is also on the ship, posing as a smuggler named Galen. The mercenaries have no idea that he is really an important **Starfleet** officer.



6 Baran is not intimidated by the larger, more sophisticated *U.S.S. ENTERPRISE*. He fires on the Federation ship almost immediately.



'Gambit' Part II

As captives of the mercenary Arctus Baran, Picard and Commander Riker have to pretend to be enemies aboard their own ship in order to prevent a stolen artifact, which can use thoughts to kill, from falling into the wrong hands.

Above the planet **Calder II**, Baran's ship fires at the **U.S.S. Enterprise NCC-1701-D**. The **Federation** vessel sustains minimal damage, but when Baran's ship withdraws, **Data** allows it to go to **warp 6**.

Still posing as the smuggler **Galen**, **Picard** learns that Baran's stolen artifacts are early **Vulcan** rather than **Romulan**. Meanwhile, the **Enterprise** follows the mercenary ship to the **Hiralyn system**, where Baran is to rendezvous with a **Klingon** transport vessel.

Picard converses with a Romulan crew member, **Tallera**. She claims that she is an undercover agent for the Vulcan security force, fighting Vulcan isolationists who believe their culture has been polluted by contact with other races. The extremists are attempting to reassemble the **Stone of Gol**, a psionic resonator which will enable its holder to kill telepathically. She believes that Baran is unwittingly searching for the missing pieces of this ancient weapon.

Puzzle solved

At the **Hiralyn system**, the **Enterprise** crew detains the Klingon ship and its pilot. Believing that Data and the crew now have the artifact it was carrying, Baran transports Picard and Riker onto the **Enterprise** to retrieve it. Picard takes the artifact and, after appearing to kill Riker with a phaser, returns to Baran's ship.

Picard then picks a fight with Baran, and kills the mercenary leader with his own neural transmitter. He takes command and pilots a course to Vulcan. Riker, who was merely stunned by Picard's phaser, contacts Vulcan security to warn them of the mercenary ship's approach; he is shocked to learn that the Vulcans have no knowledge of an undercover agent aboard the ship. As Picard also begins to realize that Tallera is working for the isolationists, the mercenaries beam down to the delivery

point on Vulcan, where they are ambushed by the **Enterprise** crew. Brandishing the reassembled resonator, Tallera threatens to destroy everything within its range. Based on his knowledge of the weapon's

inscriptions, Picard advises his colleagues to think only positive, peaceful thoughts: the weapon feeds off negative emotions. Unable to fire, Tallera is taken into custody by the Vulcan authorities. The threat is over.

ON SCREEN...



7 Picard, still pretending to be a smuggler named Galen, learns more about Baran's stolen artifacts.



9 'Galen' fires on Commander Riker and appears to kill him, but the weapon is only on a stun setting.



11 Tallera threatens to use the deadly weapon, but the Starfleet officers outwit her. By thinking peaceful thoughts, they render the Stone of Gol useless.



8 The **U.S.S. ENTERPRISE** heads off the Klingon ship. The artifact it plans to deliver is now thought to be another piece of the potentially deadly Stone of Gol.



10 On the surface of Vulcan, Tallera now has the power to destroy everything around her.



12 Tallera is apprehended by Vulcan authorities and the danger is averted. 'Galen' can go back to being Captain Jean-Luc Picard.

STARSHIP FACTS

A When Data takes control of the **U.S.S. Enterprise**, Worf questions some of his decisions, but accepts Data's warning that only one of them can be in command.

A 'Galen' claims to have smuggled artifacts from UFP sites for years.



'The Armageddon Game'

Chief O'Brien and Dr. Bashir are helping to bring peace to two warring races, the T'Lani and the Kelleruns, by destroying their stockpiles of deadly weapons. But a violent betrayal soon threatens the lives of two of Sisko's most valued officers.

CHIEF MEDICAL OFFICER'S LOG SUPPLEMENTAL

"Chief O'Brien and I are on board a T'Lani cruiser, helping the T'Lani and the Kelleruns eliminate their stockpiles of 'Harvesters', deadly biomechanical gene disruptors used by both sides in their centuries-long war."

After a week of scientific investigation, **Bashir** and **O'Brien** discover a method of destroying all remaining **Harvesters**, weapons used by both the **T'Lani** and the **Kelleruns** in their centuries-long war. But as Bashir prepares to destroy the last unit, Kellerun soldiers attack the T'Lani lab, killing everyone apart from the two **Starfleet** officers, who manage to overcome their assailants. Unable to contact their **Runabout**, the **U.S.S. Ganges**, Bashir and O'Brien escape by beaming down to the surface of **T'Lani III**. Later, on board **Deep Space Nine**, **Sisko** is informed by the T'Lani and Kellerun ambassadors that his officers have perished in a terrible accident.

False evidence

Sisko is given a recording from internal security sensors which appears to confirm this account. However, when **Keiko O'Brien** watches the recording, she is convinced it has been tampered with: it shows her husband drinking coffee in the afternoon, which she's sure he never does. Sisko and **Dax** return to T'Lani in another **Runabout**, in order to retrieve the **Ganges** and to discover exactly what occurred on the cruiser.

After Sisko confronts the T'Lani with his suspicions about the security recording, and learns from Dax that his staff might still be alive, the Kellerun and T'Lani ambassadors beam down to T'Lani III. They admit to Bashir and O'Brien that they were behind the attack on the lab: they are convinced that peace between their races can only be achieved if all knowledge of the Harvesters is removed. Bashir insists that the Federation has no use for "this horrible weapon", but he and O'Brien are about to be assassinated when both men are suddenly beamed aboard the **Runabout** manned by Sisko and Dax. The crew then manage to transport themselves to the second **Runabout**, just as a T'Lani cruiser fires at the first.

Recovering in **Deep Space Nine's** sickbay, O'Brien surprises Keiko by asking her for a reviving cup of coffee ... in the afternoon!

ON SCREEN...



1 The biomechanical gene disruptors known as Harvesters have caused untold agony to the T'Lani and Kelleruns, but soon the remaining weapons will be destroyed.



2 Suddenly, the lab is attacked. Everyone is killed except for Bashir and O'Brien, who are able to overcome their attackers and escape to the surface of T'Lani III.



3 Sisko is told that O'Brien and Bashir have been killed. Apparently, O'Brien tripped a security device, releasing a lethal pulse of radiation into the lab.



4 The T'Lani and Kellerun ambassadors believe that the only way to ensure peace is to kill everyone who knows anything about the Harvesters.



5 Even though the Starfleet officers want nothing to do with the weapon, the ambassadors are determined not to let them escape, and fire on their RUNABOUT.



6 O'Brien was infected with a drop from the Harvester in the first attack. He and Bashir are released just in time for him to receive medical treatment to save his life.

STARSHIP FACTS

On T'Lani III, Dr. Bashir recalls the love of his life - Palis Delon, a ballet dancer who had "exquisite feet".



'Whispers'

Chief O'Brien is convinced that his friends and colleagues aboard *Deep Space Nine* are conspiring against him. Are they in league with Paradan rebels, intent on disrupting upcoming peace talks, or is the truth even stranger than O'Brien suspects?

O'BRIEN'S PERSONAL LOG STARDATE 47582.1

"None of this whole damn thing makes any sense ... I'm trying to remember the first time I noticed things were wrong. It seems to me ... yeah, it had to be the first morning after I got back to the station."

Miles O'Brien returns to *Deep Space Nine* after undergoing basic training in all the security measures necessary for upcoming Paradan peace talks, but he starts to believe that something has changed since his departure.

Everyone seems to be getting up very early; Bashir forcefully insists he has a medical checkup; and his wife, Keiko, engages in surreptitious conversations with Sisko.

The next morning, Sisko assigns O'Brien to work on the upper pylons, while the rest of the crew continue to prepare for the Paradan visit. Back in their quarters, Keiko is suspiciously anxious to ensure that Miles eats a meal she has prepared. He worries that Keiko has somehow been replaced, and that the food may have been poisoned.

Suspicious continue

Increasingly convinced that Sisko is deliberately keeping him out of the way, O'Brien attempts to review the ship's logs. He discovers that his access has been denied since his return from *Parada*, and that Sisko has been receiving messages from Paradan rebels. When O'Brien confronts Odo, Sisko, and Bashir with his suspicions, they insist that they mean the Chief no harm, but that he does not understand the true situation.

O'Brien commandeers a *Runabout* and heads towards *Parada II*, where he catches up with his colleagues. He threatens to shoot Sisko, but is felled by a Paradan weapon.

When Bashir emerges with a second O'Brien it is revealed that the dying Chief is in fact a replicant – a programmed killer designed to 'go off' during the peace talks; the real O'Brien was abducted while he attended security training. Only insider information from a Paradan rebel has enabled Sisko to keep the replicant O'Brien from having anything to do with the security arrangements. Sisko feels that the replicant's conviction that it was the real O'Brien ensured it acted with the best intentions.

STARSHIP FACTS

O'Brien tells Sisko that after 12 years of war the Paradans, who emit a strong odour which changes with their moods, are naturally paranoid about security for the peace talks.

ON SCREEN...



1 Chief O'Brien returns to *DEEP SPACE NINE* from the Paradan System, fully prepared for the peace talks which are to take place on the station.



3 Dr. Bashir insists that the Chief should undergo an unexplained medical examination, which simply adds to his fears. Something odd is definitely going on aboard the station.



5 O'Brien follows his colleagues down to *Parada II* and threatens to shoot Sisko, but an armed Paradan shoots first and mortally wounds him.



2 The Chief soon notices that many of his friends and colleagues are acting strangely, including his wife.



4 In his quarters, O'Brien reviews the station logs. He discovers that Sisko has been conversing with rebels.



6 The truth is revealed: this is not the real O'Brien but a sophisticated copy, created to disrupt the peace talks. Despite this, it tried to be a hero.

C continued

Cambra system

This celestial system is where the stranger **K'mtar** – who was actually **Alexander Rozhenko**, returned from the future – told **Worf** that he had chosen to travel through time. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILES 48, 69**

Cambridge University

One of the oldest educational institutions on Earth, where scholars such as Issac Newton and Stephen Hawking developed significant scientific theories. **Data** held a chair here in **Q's** anti-time future of 2395. (*Starship Log*: 'All Good Things' [TNG]) **SEE FILES 7, 69**

camellia

An evergreen shrub of the genus *Camellia*, known for its shiny leaves and roselike blossoms of pink, white, or red. **Ronin** covered **Felisa Howard's** grave with camellia petals in 2370. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILE 69**

Camor V

The population of this planet was devastated by the **Cardassian** war. **Jason Vigo** moved to **Camor V** from Earth in 2358, where his mother cared for some 40 **Camorite** war orphans. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 3, 18, 69**

Camorites

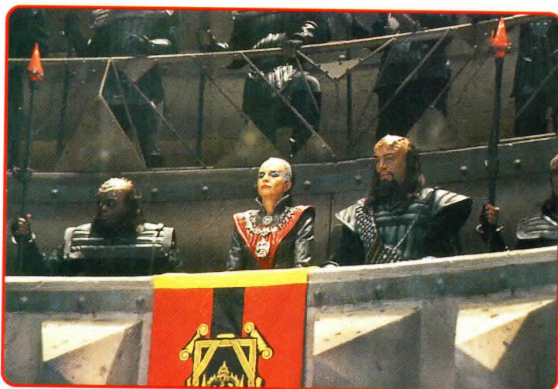
Residents of the planet **Camor V**. The **Camorites** suffered an enormous number of casualties during the **Cardassian** war of the mid-24th century. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 18, 69**

Camp Khitomer

A retreat and convention site on the planet **Khitomer**. A historic peace conference, which fostered détente between the **Klingon Empire** and the **United Federation of Planets**, was held here in 2293. (*Starship Log*: *Star Trek VI: The Undiscovered Country*) **SEE FILES 3, 11, 77**

Campio, Minister

This member of the Conference of Judges from **Kostolain** was once engaged to **Lwaxana Troi**. **Campio** eventually decided Troi was an unsuitable mate, and deserted her at the altar. (*Starship Log*: 'Cost of Living' [TNG]) **SEE FILES 58, 69**



▲ The peace talks held at Camp Khitomer in 2293 went a long way to creating a lasting peace between longtime enemies the United Federation of Planets and the Klingon Empire.



▲ The skyline of 24th-century Cambridge is a mix of ancient and modern architecture, as can be seen from this view down King's Parade.

Campor III

A colony was founded on this planet in 2371. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 3, 70**

Camus II

The **U.S.S. Enterprise NCC-1701** aided an archeological team exposed to radiation on this planet in 2269. One of the archeologists, **Dr Janice Lester**, used an ancient energy-transfer device to switch her consciousness with **James Kirk's**. (*Starship Log*: 'Turnabout Intruder' [TOS]; 'Legacy' [TNG]) **SEE FILES 3, 43, 68, 69**

canapés

A cracker or thin piece of bread topped with a spread. **Miles O'Brien** prepared canapés for his wife **Keiko** on 'I'm Married to the Most Wonderful Woman in the Galaxy Day' in 2371. (*Starship Log*: 'The House of Quark' [DS9]) **SEE FILES 7, 70**

Canar

This ancient crystalline ornament is used by the **Hali'ians** to focus their precognizant thoughts and passions, including during the act of lovemaking. (*Starship Log*: 'Aqui' [TNG]) **SEE FILES 18, 69**

cannon, phased-ion

A ship-based weapon used by the hostile and paranoid **Mokra Order**. In 2371, **Third Magistrate Augris** threatened to open fire on the **U.S.S. Voyager** with 85 such cannons. (*Starship Log*: 'Resistance' [VOY]) **SEE FILE 71**

Canopus

This star is also known as Alpha Caranae. Since at least the 20th century, it has been used as a navigational reference point by various space vessels, including the **U.S.S. Enterprise NCC-1701**. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 4, 68**

Canopus Planet

Not to be confused with the star Canopus, this planet was where **Phineas Tarbolde** composed his famous and beloved sonnet 'Nightingale Woman' in 1996. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 3, 68**

Capella IV

This planet has extensive resources of topaline, a critical mineral in **Federation** life-support systems. In 2267, **Kirk** and the **U.S.S. Enterprise** reached an agreement with the **Capellans** for mining topaline. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 18, 68**

Cambra System
Cambridge University
camellia
Camor V
Camorites
Camp Khitomer
Campio, Minister
Campor III
Camus II
canapés
Canar
cannon, phased-ion
Canopus
Canopus Planet
Capella IV
Capellans
Captain Picard Day
captain's yacht
car salesman
Cararian Mountains
carbon reaction chambers
carbon units
Cardassia
Cardassia III
Cardassian IV
Cardassia V
Cardassia Prime
Cardassian ale
Cardassian Articles of Jurisprudence
Cardassian Bureau of Identification
Cardassian Central Command



▲ When Minister Campio finally met Lwaxana Troi, he found her disregard for protocol unacceptable.



▲ Geordi La Forge hoped that use of the ancient Canar ornament would make him more successful than usual with women.



◀ The Capellan race are humanoid, but have a much lower level of technology than the Federation. Their society is based on warrior values: they consider combat more interesting than making love, and have little time for doctors as they believe the weak should die rather than be cured.

Capellans This tribal race lives by a rigid warrior code, and resides on the planet **Capella IV**. The **Ten Tribes of Capella** are ruled by a single **Teer**, but are prone to power struggles. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 18, 68**

Captain Picard Day An annual day aboard the **U.S.S. Enterprise NCC-1701-D**, with special games and festivities for the schoolchildren. The featured activity is a competition for the best portrait of the captain. (*Starship Log*: 'The Pegasus' [TNG]) **SEE FILES 25, 43, 69**

captain's yacht A rarely-used shuttle vehicle available on all **Galaxy-class Federation** ships. It is intended for the transport of diplomats, celebrities, and other V.I.P. guests. **SEE FILE 25**

car salesman In 20th-century Earth culture, car salesmen were regarded as especially deceitful and disreputable. **General Denning** told **Quark** that the **Ferengi** reminded him of his car salesman brother-in-law. It was not intended as a compliment. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

Cararian Mountains

A remote range on the **Vhinori** homeworld, where **Hatil** considered joining some friends in 2371, rather than performing the ritual suicide expected of him. (*Starship Log*: 'Emanations' [VOY]) **SEE FILES 18, 71**

▶ The Vhinori believe that death is a step into the 'next emanation' – the afterlife. The old and weak often take this path so as not to become a burden to their families, but **Hatil** felt he would rather live out his days naturally in the **Cararian Mountains**.



carbon reaction chambers A component of **Cardassian** fusion reactors, including those on **Deep Space Nine**. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILES 27, 70**

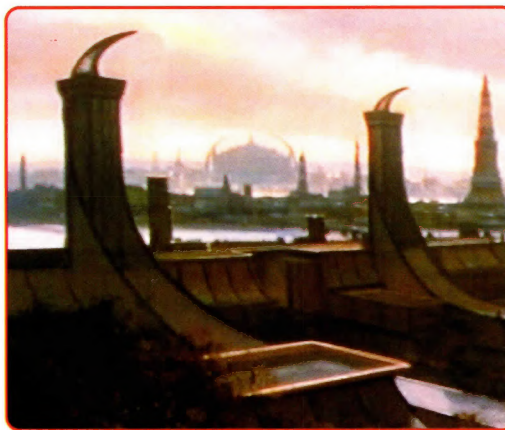
carbon units Term used by the **V'Ger** probe in 2271 to describe the crew of the **U.S.S. Enterprise**. V'Ger believed the ship to be a life form, and considered the crew a parasitic infection. (*Starship Log*: *Star Trek: The Motion Picture*) **SEE FILE 42, 72**

Cardassia **SEE Cardassia Prime SEE FILES 3, 13, 69, 70**

Cardassia III A planet within the **Cardassia** system. **Quark** discovered that, according to **Grand Nagus Zek's** personal logs, Zek procured the **Orb of Wisdom** from his contacts here in 2371. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILES 3, 13, 70**

Cardassia IV The **Hutet** labor camp was located on this planet. **Bajoran** prisoners, including **Li Nalas**, were detained here during, and after, the **Cardassian** occupation of their homeworld. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILES 3, 10, 13, 47, 70**

Cardassia V Fifth planet in the **Cardassia** system. In 2370, **Quark's** cousin **Kono** was caught at **Deep Space Nine** with bone carvings that had been stolen from a museum here. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 3, 13, 51, 70**



▶ The skyline of **Cardassia Prime**, the homeworld of the **Cardassian Union**, boasts impressive architecture. Many of the large structures are monuments to war heroes, who are often buried beneath them. In recent times, the planet's once-plentiful natural resources have been depleted.

Cardassia Prime Home planet of the **Cardassian Union**.

Numerous famed archeological ruins of a once-prosperous civilization are found here, although many of the artifacts themselves have been looted by locals and others. (*Starship Log*: 'The Wounded', [TNG]; 'Tribunal' [DS9]) **SEE FILES 3, 13, 69, 70**

Cardassian ale An intoxicating beverage, served in **Quark's** bar. **Gul Dukat** demanded at least two cases when he discovered **Quark** had provided a false alibi for **Kira Nerys**. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILES 13, 70**

Cardassian Articles of Jurisprudence The statutes of **Cardassian** justice. Defendants are found guilty and sentenced before their public trials, which are used to demonstrate the wisdom of the state in maintaining an orderly society. (*Starship Log*: 'Tribunal' [DS9]) **SEE FILES 13, 43, 70**

Cardassian Bureau of Identification Through the use of mandatory dental and hair samples, this **Cardassian** governmental department maintains comprehensive identity records of all **Cardassian** citizens, and any non-**Cardassians** charged with criminal activity, such as **Deep Space Nine's** Chief of Operations, **Miles O'Brien**. (*Starship Log*: 'Tribunal' [DS9]) **SEE FILES 13, 43, 70**

Cardassian Central Command The ruling body of the **Cardassian Union**, which exercised complete authority over the race's military forces. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 13, 70**